BREAK
QUEST
EXTRA EVOLUTION
MANUAL
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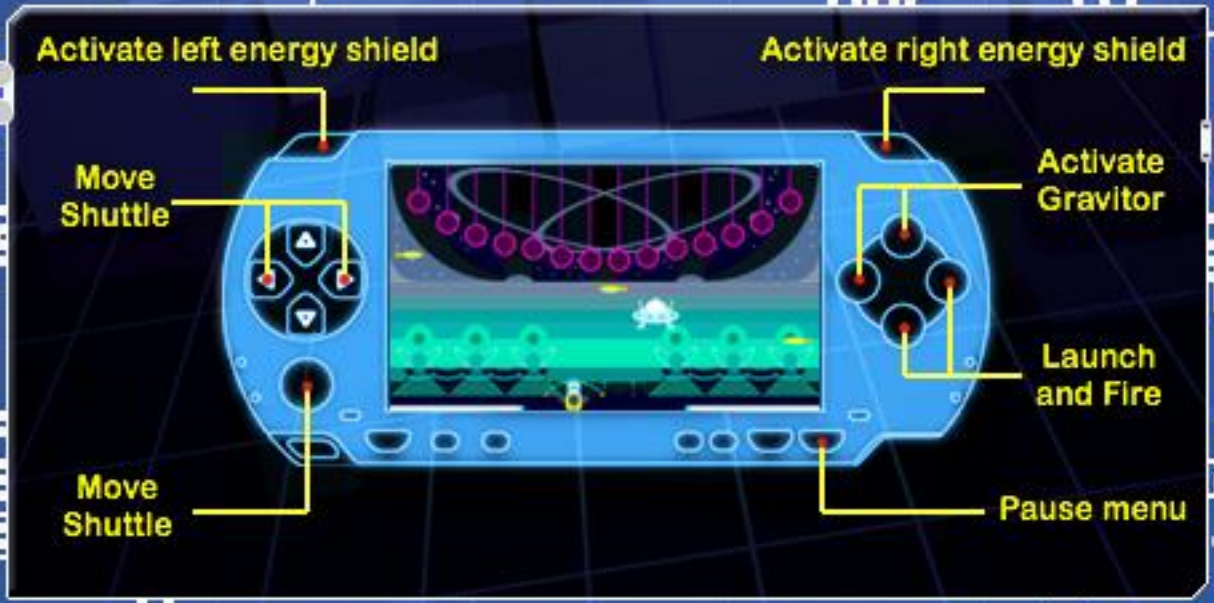
BREAK QUEST

EXTRA EVOLUTION

BreakQuest: Extra Evolution is an inspired by original BreakQuest, one of the best modern break-out games and officially licensed from Nurium Games. In addition to the energizing gameplay of its predecessor, the game boasts a superior physics concept, new art style and cool soundscape. Enjoy exclusively designed 100 action-packed levels that will leave no place for boredom.

- 100 exclusively designed levels with new stylish art
- Ten unique bosses to defeat
- New space shuttles, each with special abilities
- Endless Gravitor usage and the energy shield walls
- 21 awards for an outstanding performance
- New power-ups and bonuses
- New music tracks, created by The SandS Band

Controls


Activate left energy shield
Activate right energy shield
Move Shuttle
Activate Gravitor
Launch and Fire
Move Shuttle
Pause menu

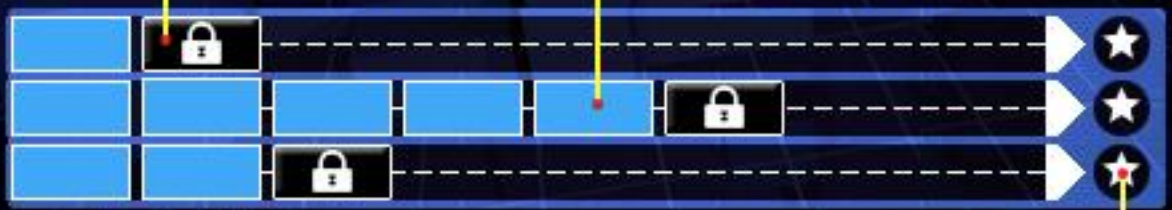
Energy shields

Energy shield helps to keep balls flying and resists 2 ball bounces. Once ball launched, the charging lines grows from left and right sides till they meet each other in the middle. When the shield is fully charged (changed color to cyan), you can activate it via L or R buttons (for each side respectively). It's possible to activate shield during charging process but active shield area will be exactly as its current charge level and charging process starts over. If ball touches energy shield once, the wall changes color to red and considered damaged. One more bounce wipes damaged shield completely and its disappears.

Extra balls

On each level start, shuttle has two balls available (three on the boss levels). This number could be increased by collecting falling balls parts bonuses, that placed in the parts pool area. That pool have capacity for 12 ball quarter parts or 6 half ball parts or 3 full ball parts. To activate (convert) ball parts into extra balls in the pause menu during game, press the Triangle button. **Warning:** The created extra balls are available at the current level only.

Levels



Basic shuttle

To receive new shuttles, you have to defeat bosses. Boss levels located at the end of horizontal levels line, (each 10th level). You can start playing any of 10 horizontal level lines in arbitrary order. When the boss level starts, shuttle is automatically switches to the basic shuttle type.

Weapon arsenal

AUTOMATIC GUN
Fast weapon with auto fire enabled.

DOUBLE GUN
Two phasers are attached to bumper's sides.

POWER GUN
Powerful gun with an extra destruction power.

SPREAD GUN
Fast auto fired weapon that spreads the bullets over a wide area.

SEEKER MISSILE
Fire once to start targeting, fire again to launch and destroy!

GPS MISSILE
Once launched, you can control it by moving your ship left and right.

BIG MISSILE
Powerful but slow. Be warned that explosions push everything near.

DUMB / SMART MINES
Loads when ball bounces the bumper. Next bounce will detach the mine.

Power-ups

QUARTER BALL PART
Collect 4 for an extra ball.
Activate it in Pause menu.

HALF BALL PART
Collect 2 for an extra ball.
Activate it in Pause menu.

FULL BALL PART
A completed extra ball!
Activate it in Pause menu.

MULTIBALL
Three balls total on the game field.

SPUTNIK
A small satellite is attached to the ball. It is not as powerful as the ball itself but still very helpful.

MULTI SPUTNIK
This rare power-up attaches three different satellites to the ball.

FIREBALL
Ball starts burning! Extra power against bricks and enemies.

AUTO ENERGY SHIELD
An instant energy shield charge to immediate activation.

Power-downs

INFECTED ENGINE
Your engines are damaged. Maneuverability is affected.

INFECTED BALL
Ball gets infected. It will not fly straight for a while.

TRUMBLE
An earthquake shake blast! Engines still working.

INVERSE
Controls are reversed for a short period of time.

X-BUMPER
Bumper is disabled for a while. Use shuttle body to deflect the balls.

KICK
Shuttle is kicked aside. Be sure to avoid these when your ball is near.

VOLT
An electromagnetic pulse paralyzes all control systems for a short time.

FREEZER
The stabilization system gets frozen. Maneuverability is seriously affected.

Ball modifiers

SMALL BALL
Ball shrinks.

BIG BALL
Ball is expanded.

SLOWER SPEED
Ball is decelerated.

FASTER SPEED
Ball is accelerated.

TRIANGLE SHAPE
Makes ball harder to control.

SQUARED SHAPE
Makes ball harder to control.

ELLIPSE SHAPE
Makes ball harder to control.

EGG SHAPE
Makes ball harder to control.

Bumper modifiers

These pill change the shape of your bumper for a limited amount of time.

BUMPER
UP / DOWN

OUT-CURVE UP / DOWN.
IN-CURVE UP/DOWN

BUMPER
SHRINK / EXPAND

MAGNETO
ON / OFF

RANDOM
BONUS ITEM!

Credits

Programming: Seva Babanin
New art and design: Alexander Kravchuk
New music: The SandS Band (Manwe, Preston, Rain, Tangerine, Xanah, Treks)
Main theme music: Max Ermolaev
QA: Alexander Homenko
Additional Artwork: Michael Korshunov
Producer: Alexey Menshikov

Original game created and designed by
Felix Casablancas (Nurium Games)
Original music: Maniacs of Noise (www.maniacsofnoise.nl)

Information

Support e-mail: support@beatshapers.com

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Music © 2012 The Sands Band, Maniacs of Noise
FMOD Sound System, © Firelight Technologies Pty, Ltd., 1994-2011.
Some sounds taken from http://www.freesound.org and courtesy their respective creators.

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